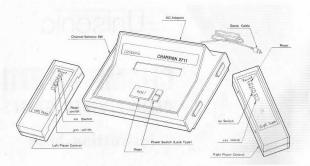


1. GAME SET SWITCH LAYOUT



2. SWITCH DESCRIPTION (fig-1)

Power Switch
 Power ON OFF

Reset
 Push Reset Reset of system all.

Yes
 Push Yes: Selection switch for games and number players etc.
 (See description for each game.)

Push No: Selection switch for games and number players etc. (See description for each game.)

5. Channel Selector The channel switch is located on the back side of bottom case, and is used to select either channel 3 or 4 for operation of your TV game set. This switch is normally set at the factory to the channel 3 in your area, move the switch to the channel 4 position. For feature reference, inclicate here the channel being used for TV game set.

AC Adaptor
 The AC Adaptor is plug in to the AC Adaptor socket located on the bottom back side of the TV game set.

Game Cable
 This is video-output from game and to be connected to the game input of the switch box.

3. INSTALLATION (Note: this game only works on AC adaptor) The External Power Jack (AC Adaptor)

Optional attachment, 15 volt external power supply adaptor can be plugged into adaptor jack of the unit.

The channel switch is located on the back side of bottom case, and is used to select either Channel 3 or 4 for operation of your CHAMPION 2711. This switch is normally set at the factory to the Channel 3 position. If a television station is operating on Channel 3 in your area, move the switch to the Channel 4 position.

Game Cord

The Game Cord on your CHAMPION 2711 should now be plugged into the Antenna-Game Switch (Switch Box) socket marked Game. Always grasp the Game Cord by the plug and not the cord.

Antenna . . . Game Switch

The antenna game switch is provided as a convenience to allow you to select either CHAMPION 2711 or regular TV viewing, without having to disturb your antenna connections.

After its initial installation, you merely move the slide switch to either game position for CHAMPION 2711 or to the TV position for television viewing.

Connecting Switch Box

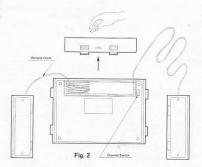
The Switch Box allows you to either watch regular TV programs or play the TV Game-with just a flick of the TV/Game Switch. To attach Switch Box to your TV, be sure game is turned OFF. Plug Game Cable into socket labeled Game on Switch Box. Then attach short riwn-Lead Wire of Refer to the diagram which matches the back of your TV.] (See Fig. 4) VHF screws, do not remove UHF wire. CHAMPION 2711 is played on VHF only. Then hook up Switch Box as indicated. Connect your antenna to either the "75 6 hm" or "300 hm" connectors on the Switch Box, as illustrated Box as illustrated.

3.1 Remote Control Cords

Each cord is stored in the control wire box on the bottom case.

Open the cover of control wire box (see fig-2).
 Take out and stretch it to the desired length.

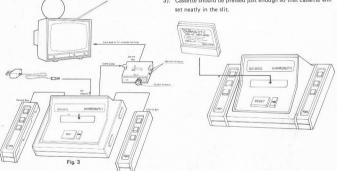
Eachcord is stored.



3.2 CONNECTION DIAGRAM

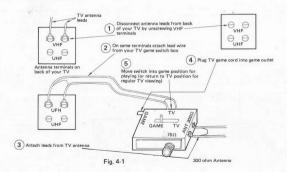
4. How to insert the cassette

- 1). Please make sure side of the cassette with label facing to you.
- 2). Please insert cassette in to the slit.
- 3). Cassette should be pressed just enough so that cassette will set neatly in the slit.



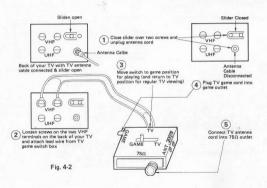
5 CONFCTING ANTENNA AND SWITCH BOX

IF THE BACK OF YOUR TV AND THE SWITCH BOX IN YOUR TV GAME RESEMBLES THIS, THEN FOLLOWING THESE INSTRUCTIONS: (IF NOT, SEE NEXT PAGE)



6

IF THE BACK OF YOUR TV AND THE SWITCH BOX IN YOUR TV GAME RESEMBLES THIS, AND YOUR TV ANTENNA IS SINGLE CABLE TYPE (75Ω) THEN FOLLOW THESE INSTRUCTIONS:



6. HOW TO PLAY

To Play The Game

(1) Depress "Power Switch" (Push Lock)
(2) Please make sure Reset button is displays after turning on the Power Switch

(3) Be sure Switch on Switch Box is in the "GAME" position.

(4) Turn on your TV SET.

(5) Use either Channel 3 or 4 on TV SET.

(6) Without insertion of the optional cassette, only Black jack or Baccarut game appears on the screen.

(7) Additional game will appear on the screen according to the cassette selected.

(8) Adjust the "BRIGHT" "CONTRAST" and "FINETUNING" knobs properly so that you can get the right picture. (automatic color adjustment circuit employed.)

(9) If the picture is being ghosted, center the picture by adjusting the "VERTICAL" and "HORIZONTAL" hold knobs.

BLACKJACK-BACCARAT

This module contains four games-

Blackjack—one player Blackjack—two players Bacarrat—one player

Bacarrat — two players

In all these versions, the computer plays an additional hand and acts as the dealer. No additional equipment is needed to play these games.

GAME SELECTION

Abbreviations "BJ" for Blackjack, "BC" for Baccarst will appear on the screen. A question mark (?) will alternate between the two abbreviations. When the question mark is positioned adjacent to the desired game a player hits the YES button on his remote control select box. Next the messages, I PLAYER, and 2 PLAYER will alternately flash on the screen. When the desired version is displayed, YES button is again decreased.

The same basic display layout is used for all four games. The name of the game being display displayout in the upper-left portion of the screen. The playing control care for each player, which displays the curvent bankford value, the current between the being displayed down the left of the screen. Each player is dealt cards on his card area, adjacent to his playing control area. The dealer's computer's planed is the bottomerost hand displayed down the computer's planed to the current deals, to the replication of the displayed cords. The dealer's computer's planed is the bottomerost hand displayed ord the current deals, to the replication of the displayed cords.

BANKROLL SELECTION

The players select the amount of their respective bankrolls. These bankrolls are only chosen once, and when it is depleted, the game is effectively ended for the busting player. Initial bankroll may be \$100, \$50, \$20, or \$10.

The four possible bankroll values will be sequentially flashed beside the choosing player's BR, in descending order. When the desired amount is displayed, the selecting player depresses his YES button. Player 1 selects first and when he is finished player 2 chooses in a two player game.

BET SELECTION

At the start of each hand, and before any cards are dealt, the players select the amounts they wish to bet on that hand.

The possible bets are \$10, \$5, \$2, or \$1. These values will be sequentially displayed in descending order beside the selecting players BT. When the desired amount is displayed, the player depresses his "YES" button. The bet, once entered, is not subject to modification. The bets are chosen, in turn, by the players.

DOUBLING (Blackjack only)

After the initial deal, each player decides whether to double or not. When doubling, a player automatically doubles his bet, and takes one more card from the deck. No future hits are allowed. To double, a player hits his "YES" button when the message DBL? is displayed next to his cards, (if no doubling is desired, he depresses his "NO" button."

INSURANCE BETS (Blackjack only)

If the dealer's face card is an ace, the players can bet that the dealer has twenty-one. The amount of the insurance bet in equals to the intitle bet entered. To enter an insurance bet the player depresses his "ES" but

HITS

When a player wishes to draw to his hand from the deck in an effort to improve it, it is called taking a hit. Hits are optional. In other words, a player can choose to stand on the two cards originally dealt. To take a hit a player hits his "YES" button when the question mark is displayed beside his NT. Up to three hits are allowed. Depressing his "NO" button will terminate hit thin.

As hits are made, the numerical hand value will be altered to its new value

END OF HAND

After each player has finished playing to his hand (betting, doubling, hitting, etc.) the dealer will play to its hand. (See rules). When the dealer's play is finished the hand is ended. The appropriate win and lose messages will be displayed, the players bankfold updated, and after a brief period of time the card portion of the screen will be cleared in preparation of the next hand. Play now continues.

END OF GAME

There are two ways to end any of the four games. It happens when:

1. A player depresses the game reset button.

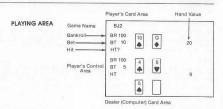
2. A player "busts" by depleting his bankroll. When this occurs the message "BUST" will be displayed to signal the end of game.

When a game is ended, the game selection mode is reentered.

GENERAL RULES

The standard 52 card deck is used in all four games. Shuffling is done approximately every 3-5 hands in two player games, and every 5-7 hands in one player games.

BLACKJACK



Value of Cards-The cards have the following values:

- Aces count either 1 or 11 at the discretion of the player-holder. However, the dealer must value the ace as set down by the game rules (see The Dealer's Turn at Play).
- 2. Kings, queens, and jacks each have a count of 10.
- 3. All other cards are counted at their face value: such as ten (10), nine (9), eight (8), etc.

Object of the Game—A player tries to obtain a higher total card count than the dealer by reaching 21, or as close to 21 as possible without exceeding that count. If the player's total count exceeded 21, he has busided. He has lost his bet. The player, at his proper turn of play and at his own discretion, may stand or draw one to three cards in an attempt to better his count.

Betting-Before the deal begins each player must place his bet in the betting space.

The Deal—After all players' bets are down, the dealer, starting with player one, begins dealing clockwise, giving one card face up to each player and one face up to himself. He next deals each player one card face up and one face down card to himself.

BLACKIACK Continued

Insurance Betting—When the desler's face-up card is an ace, players may make an insurance bet against losing to the basker's possible blackjack. The dealer inquires if any player wants insurance, A player who destres insurance places an amount equal to his present wager on his own hand. When this bet is made, the dealer looks at his down card. If it is a 10-count, he turns if face up and announces wager on his own hand. When the better is played to a fine the result of the count of the count

Doubling—After Jooking at his two face up cards, the player may elect to double his bet and draw one additional card only. A player must place an amount equal to his original bet on the betting space. The player is then dealt a third and final face up card on the two face up cards.

The Play-If the player's two cards total less than 21 he may elect:

- 1. To stay, Either he is satisfied with his count or he fears that a third card may make his count go above 21
- 2. To draw a card or cards. When the player is not satisfied with his count. The dealer then deals another card off the top of the deck abec up before the player next his forginal two cards. Although the cards are dealt one at a time, the player may continue to draw up to three cards. When he believes that his count is the best he can get, he stays. If he draws a card that puts his count above 21, he busts. The old wroves to player two.

Dealor's Turn at Play—It any active player or players are left, the dealer plays, this hand, He turns up his hole card so that all his cards are exposed. It his count is 17, 8, 19, or 20, the dealer must stay. If his count is 10 or less, he must draw a card and continue to draw until his count reaches 17 or more—at which point he must stay. If his count reaches 17 or more—at which point he must stay, if it he dealer holds a soft 17, that is, a 17-count that includes an ace, he must also stay. This also applies to a soft 18, 19, or 20 or 18.

Final Settlement—At the end of his play, the dealer starts with the first active player, paying off players who have a higher count than his with an amount equal to the bett they placed, and collecting the best placed by players showing a lesser count. If player and dealer have the same count, it is a push, and no one collects or loses. If the dealer busts, he pays off each surviving active player with an amount equal to his bet.

...And now, here are tips for winning Blackjack from the Wizard of Odds-Jimmy the Greek.

Jimmy the Greek says...

Blackjack is my favorite casino game, mostly because you can improve the odds in your favor while the game is in action—provided you follow some basic strategies.

Mostly, these strategies are defensive, and are designed to strengthen a bad hand, which is generally called a "stiff,"

*A strong or "hard" hand generally plays itself if the two-card total is 17 or more. Then you stand (decline more cards) regardless of what dealer shows.

Jimmy the Greek's Tips Continued...

*A two-card hand that is more than 11 and less than 17 is a problem. It is a stiff. If the dealer shows a strong card (Seven through Ace) you hit your hand once.

"If you have a stiff hand, and dealer shows a weak (Two through Six) card, you stand—unless your cards total 12 and the Dealer shows a Two or Three, in which case you hit your hand once.

· Strategy can be offensive, too. That's when you employ Splitting or Doubling-Down.

. If your two-card total is 11, always double down. If your total is 10, always double except when Dealer shows Ten or Ace.

· If your total is 9, double unless the Dealer shows strongly, Seven through Ace.

*The best doubling-down situation is when Dealer shows a Six, and your card total is 11.

· Splitting your hand is another good offensive strategy—when it's done with skill and good management of cards.

*Always split a pair of Aces, since they can count as 1 or 11 each.

*Don't split a pair of Face cards, as a rule. You already have a total of 20, almost as good as you can get. Your odds of building-up two Tens are not good.

*A total of 16 on your two cards is the worst kind of stiff hand. If you got there with two Eights, always split them.

*Don't split Nines, Sevens, Sixes if the Dealer shows strongly.

*Never split Fives; the count of 10 is a strong building block in a hand.

Some more general tips:

*If you have a "soft 18" (one of your cards is an Ace) hit only if the Dealer show a Nine or Ten.

Be cautious about "insurance" bets (idealer showing an Ace). True, the pay off is 2-to-1. The odds against the Dealer having a Blackjack (21) hand are similar to the payoff odds—with a slight edge to the house.

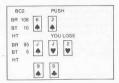
*Never take an "insurance" bet if you are holding a Blackjack (21) hand.

You can't lose; the worst that happens is a push (tie with Dealer) and break-even.

Above all—Quit while you're shead!



PLAVING APPA



Value of Cards. The ace is the lowest ranking card and has a point value of 1. Kings, queens, and jacks have a value of 10 each. All other cards have their numerical face value, tens have a point count of 10, nines 9, eights 8, etc.

Object of Game. To win by holding a combination of two or three cards totaling 9 or as close as possible to 9, or to a two-digit number ending in 9. When the total of the cards is a two-digit number, only the latter digit has any value. Examples: A count of 19 has a value of 9, a count of 23 has a value of 5, and so forth.

Retting. Refore any cards are dealt, the players make their bets.

The Deal. Starting with player one, the computer deals two cards face-up to each player including its own hand. The dealer's second card is face-down.

The Play. At his turn each player may:

Stay-If he feels he cannot improve his count by drawing a third card.

Take a Hit-If he feels he can improve his count by taking a third card.

In any event, only one more card can be drawn by a player to his hand.

Dealer's Turn of Play. After the players have made their play, the dealer turns over his down card, and either draws or stays according to the following rules:

- 1. The dealer will always stay on a count of five or greater.
- 2. The dealer will always draw a card on a count of four or less.
- 3. If after the third card the dealer holds a zero count, he will continue to draw up to three more cards or until he holds a non zero count.

End of Hand. At the end of the dealer's play, starting with player one, all players' bets are settled. The dealer will pay off bets to the players holding a higher count than the dealer's hand, and collect bets from those holding a lower count. A player holding a count equal to the dealer's has pushed and keeps his bankroll at its present value.

Unisonic® CHAMPION 2711 DELUXE VIDEO GAMES

#PAC-02 POKER GAMES

#PAC-02-POKER GAMES

This cartridge contain: "our variations of Poker. On system start-up the names of the games will be shown in an abbreviated circulating display. This will continue until the player(s) select a particular game by hitting the YES button located on the remote control-select boxes.

The various games are:

SHDN—Showdown poker, a two player game STD5—Five card stud, a one player game. STD7—Seven card stud, a one player game. DRAW—Draw poker, a one player game.

For general Poker Rules see attachment.

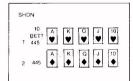
GENERAL RILLES

Retting Control

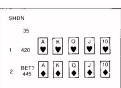
The betting sequence for all four poker games is the same. At the start of any game cach player for player and computer is given a bankroll of \$450. Before each hand is played \$55 is nated from each player's bankroll. When a bett is requested the messagin \$H.17 or displayed besides the betting player's \$75 is nated from each player is sufficient to the betting player's \$75 select button, the maximum bettis \$50. If a player choose not to be to rewishes to end his betting sequence, that player's \$70 select buttons depressed. Once a player has bet the other player (or computer) must match that bet to remain in that hand. Not calling a betting sequence, that player \$75 select buttons it the strength of the player (or computer) must match that bett to remain in that hand. Not calling a betting stutted depression of the vertical player (or computer) and the vert

Betting Sequence Example

1. Initial display for Showdown poker prompting player 1 to bet.



2. Display after player 1 bet \$25 by hitting YES 5 times then NO.

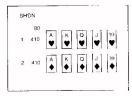


3. Display after player 2 calls and raises \$10 by hitting YES once to call, twice to raise \$10 and NO to 'check' (end).

SH	DN					
	70					
1	BET? 420	A ¥	K ♥	○	J ♥	10 ♥
2	410	A •	K ♦	○	J	10 ♦



4. Display after player 1 calls player 2 by hitting YES once then NO to 'check' (end).

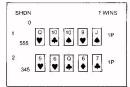


When a player attempts to place a bet, call a bet, or raise a bet, that will exceed his remaining bankroll, the message BUST is displayed over his bankroll position. The game is ended and after a brief time period, the initial circulating game select mode will reappear. End of Hand

When hand play, and betting are completed, the computer will evaluate the hands, display their rank and indicate the winning hand. Hand tanks are as follows:

- SE Straight Flush
- 4K Four of a kind
- ar Four of a kin
- FH---Full House
- FL -- Flush ST -- Straight
- 3K—Three of a kind
- 2P-Two Pair
- 1P... One Pair
- HC-High Card

PLAYING AREA



Since all ten cards are exposed in this game, the object is to bet on how you stand to improve your hand by drawing to it from the deck. This is accomplished as follows:

After the betting sequence is completed adown arrow will be displayed above each of the five cards for player 1 then player 2. When the arrow is positioned the appropriate player may keep the card by hitting his NOS button or draw from the deck by hitting his YSS button. Up to three cards may be drawn in such a fashion, Care must be taken because the choice to keep or draw a card is given only once for each reart in a first.

After both players complete their draw, the new cards will be turned over, the hands evaluated, and the pot awarded to the winner.



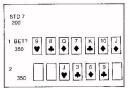


2 375

J 9 3 J

STD7 -- Seven Card Stud-One player

PLAYING AREA





In Stud poker games no draw is made to the final hand. Betting is done after each card is deaft as follows:

STD5

Two cards are dealt to the player and the computer, the computer's first eard turned upside down. The betting sequences the entered. After betting another card is dealt to each then another betting sequence. This continues that the cards are found to each the cards are found to be the evaluated and the cards are founded to the winner.

SID7

In this version of Stud poker three cards are dealt to the player and the computer. The computer's first two cards are turned-town. A testing sequence is entered and computed as in STD5. This is done until seven cards are dealt to each, the computer's security following placed down. The player now chooses the five for seven dards he wishes to play by discarding two from hair in this computer.

A down arrow will appear above the first of his seven cards. Depressing his YES button indicates he wants to discard that and fulling his NO button indicates he wants to keep that card and the arrow moves to the next card. When both cards have been the under the computer will choose the live it wants to play, all pards are furned over the hands evaluated and not awarded to the winner.

DRAW Draw Poker—One player

PLAYING AREA

CRAW is similar to SHDN, except the computer acts as player two. Ten cards are dealt, the computer's all upside down. The betting requence is accomplished and the player draws to his hand as in SHDN. The computer then draws to hand 2, All cards are turned over the hands evaluated, and the player draws to the winner.

GENERAL RULES FOR POKER

To play the standard games of the Poker family a standard 52-card deck is used. The Poker deck consists of four 13-card suits; spades, hearts, diamonds, and clubs. The suits have no relative superiority to each other. The ace is the highest-ranking card, and in order of descending value the rest of the cards are the king, queen, lack, ten down to two, or deuen.

Object of the Game. To win the pot by holding, at the showdown, a hand of higher rank than that of any other player—as evaluated by the rules of the game being played; or to win by forcing the other players to drop out of the competition. The winner collects the pot.

Standard Rank of Poker Hands with a 52-Card Deck. It must be specified that any hand listed in a superior rank beats any hand listed in an inferior rank. Any hand listed in Rank 6 beats any hand in Rank 7, 8, 9 or 10, and loses to any hand in Rank 5, 4, 3, 2, or 1.

Rank 1. The Straight Flush: any five cards of the same suit in numerical sequence, such as the ten-nine-eight-seven six of spades. If there are two or more straight flushes in competition for the pot, that one whose top card is of the highest denomination wins

Bank 2. Four of a Kind: any four cards of the same denomination (ace, ace, ace, ace, and two, for example).

Rank 3. The Full House: three of one kind and two of another (three, three, two, and two, for example). In evaluating two or more competing full houses, the hand with the highest three-of-a-kind wins, regardless of the rank of the pair.

Rank 4. The Flush: any five cards of the same suit but not in sequence (ten, seven, five, four, and three of spades, for example). In evaluating two or more flushes, the winner is determined by the rank of the highest card in the hand. If the highest card of two such hands is the same, the next indeed startings to the determines the winner; if these te, the determinant is the next, then the next, etc.

Rank 5. The Straight: five cards in consecutive sequences but not of the same suit (three, four, five, six, seven). In competing straights, the winner is decided by the rank of the highest card.

Rank 6. Three of a Kind: three cards of the same numerical value plus two different and irrelevant cards that are not paired (king, king, live, and four, for example). The hand having the highest three of a kind wins.

Rank 7. Two Pairs, two different pairs of cards plus one odd card tten, fan, five, five, and four, for example, this example is called their up). It evaluating two or more two-pair hands, the winner is the player holding the highest pair (the highest pair lett, the highest series lett, the runk of the second pair in the hands determines the winner, if the accord pairs also are field, then the higher card of the odd cards distributed.

Rank 8. One Pair: two cards of the same denomination plus three indifferent (un-matched) cards (ten, ten, nine, seven, and three, tor example). In evaluating two or more hands each including a pair, the player who holds the highest pair wan. If the pairs are dejetud value, the hand with the highest indifferent card wins. If these are of equal value, the hand with the next highest card is the winner, etc.

Rank 9, High Card: a hand which contains five indifferent cards not of the same suit, not in sequence, and falling into none of the above combinations.



Unisonic® CHAMPION 2711 DELUXE VIDEO GAMES #PAC-03

FAMILY FUN

#PAC-03-FAMILY FUN

This cartridge contains four games. Upon system start-up, an abbreviated circulatory display will cycle through the game names. A game is chosen by depressing the "YES" button on the remote control-select boxes when the desired game name appears.

MNBDR -- Mindberider -- one player number guessing game.

CONCN -- Concentration -- two player card guessing game.

CRDGM - Cardgammon - two player Backgammon game with cards.

BINGO-Bingo-multiplayer matching game.

MNBDR - Mindbender - one player game.

PLAYING AREA

- 0123	6044	
- 4576		
† 8945		
tt 1744	TOO BAD	
tt 2244		
tt 3344		

GAME OBJECT

Mindbender is a computer prompted number guessing game. There are two levels of difficulty. The easier version uses the numbers 0-4, the harder version uses 0-9 in generating a four digit number. The player chooses which version by depressing his "VES" button when the destined numbers to be used are flashed on the scroon.

After selecting the version, the system will randomly generate a four digit number. The object of play is to guess this number within six guesses. After each guess the system will display evaluation information for the player, which he can use in forming his next guess.

THE PLAY

To enter each guess, the player uses the "YES" and "NO" switches on the control box. A circulating display will continuously run through the digits 10e guntill the "YES" button is pushed. Four digits are entered in this manner for each guess. After entering a quess, thusly, the message "OK?" will be displayed. If the player wishes to modify a guess before committing if to evaluation, the player can push the "NO" button to re-enter another guess. Otherwise, the "YES" button is pushed.

The system will now evaluate the guess and display the evaluation as follows:

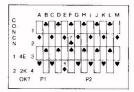
- (1) A " + " character indicates a correct digit in its correct position.
- (2) A" " character indicates a correct digit but in an incorrect position.
- (3) No characters indicate incorrect digits.

END OF PLAY

After a correct guess is entered, or the player uses all six guesses, the correct answer will be displayed. After a brief period of time, Family Fun will automatically restart. To prematurely end Mindbender, the Games Reset button is pushed.

CONCN -- Concentration -- Two Player Game

PLAYING AREA



Concentration is a 52 card guessing game. At start of play all 52 cards are displayed face down in four rows of 13 columns. The object of the game is for players to match pairs of cards.

THE PLAY

Player 1 always goes first, so decide prior to playing CONCN, who will be player 1 and player 2. On each turn a player chooses two positions to turn over. This is done as follows.

Each position is identified by a number-letter cumbination. The numbers run vertically adjacent to the four rows. The tetters run horizontally adjacent to the 13 columns. Circulating displays will show the various numbers and letters. There was replaced first. When the desired row number is displayed the player depresses his YES button. Then the column letters are displayed. When the desired column letter is displayed the player depresses his YES button. Then the column letter is displayed the player depresses his YES button. Then displayed with the column letter is displayed the player depresses his YES button. The displayed with the call display is displayed to the player and the player awarded two points. Should no match occur, they are turned face down, and the opposing player moves. A match nations a player and display in the player moves. A match nations a player and displayed have the player moves. A match nations a player and displayer moves. A match nations a player and displayer have the player moves. A match nations a player and displayer have the player moves. A match nations a player and the player moves. A match nations a player and the player moves. A match nations a player and the player and the player moves. A match nations a player and the player moves.

END OF PLAY

Play affectives until all 52 cards have been removed from the playing area. The game is over and player with most points is declared the winner. After a brief period of time, the circulating game select mode will reappear.

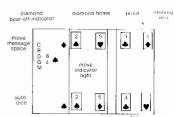
CRDGM — Cardummon — Iwo Player Game

The rules, strategy, ribject and play of Cardgammon are identical to those of the better known game of Backgammon. The only difference is using spread cards to represent the traditional Backgammon stones and a felevision instead of the traditional 24 pointed board. The spirical cards are smillarly to argular deck but also contain the one card. Only the 1-10 of spades and 11 of or diamonds are

Additional equipment, if needed, is a doubling cube for betting and a paper and pencil to record win and losses.



PLAYING AREA



spade spade bear of indicator home

The initial screen set-up of Cardgammon is seen above. The screen is divided into two areas, the playing area and the move indicator area (in double initial. The initial init

OBJECT OF PLAY

The object of play for each player is to move his suites out of the opponent's home area and the running area to his own home area, where he can begin moving his suites off the playing area by bearing-off.

THE PLAY

Spades always more first at game start, so determine who gots which suite before beginning. Spades move clockwise, and diaments counter clockwise. Each player starts with fifteen suites arranged as above. The rank of a card fells how many suites occupy a point. (At game start each player has 5 suites in his home area). Play alternates until one has barred off all his suites and is declared winner.



THE MOVE

A move consists of moving one suite along a certain number of points. The number of points is determined by a die. Before each player's turn two die numbers are automatically generated in the auto-die area, and that player's suite (move indicator) is displayed by the top die. The message SD appears in the message area meaning switch die? Depressing his YES button will exchange the die so he may move on the other first. Pressing NO leaves the die in that order. After the 1st die is used the move indicator moves down next to the lower number and that die is used. If doubles occur the player wins two extra moves. (i.e., double fours allow 4 four moves, double sixes allow 4 six moves). If no legal move is available on the indicated die the message NM for no move appears momentarily. A player may only move a suite to an empty point, a point with his own suites occupying it, or to point occupied by an opponent's single suite. In the latter move, the opponent's suite is bumped to the bar. If a player has a suite on the bar it must come off before any other move is made

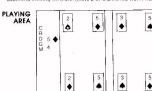
When a player is up, and after choosing which die to start on, all the points which hold his suites will blink if a move is available with the die indicated. If the player presses his YES button, a suite on that point will be moved. Hitting his NO button will cause the next available move along his move direction to flash. A player must play one of the available moves, if any, on a die.

BEARING OFF

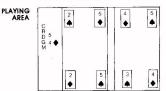
When a player has all his suites in his home area he can bear-off. As he bears-off suites a number will increment next to his bear-off indicator. When this number reaches fifteen he is finished and has won the game.

EXAMPLES OF MOVES

Diamond moving on 5 die. (Note 2 of diamonds won't flash because move will put suite where 5 of spades is positioned).

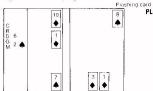


Flashing card

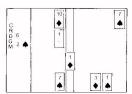


Example of Cardgammon Moves Continued...

7. Spade moving on 2 die and hitting single suite.

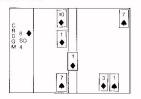


PLAYING AREA

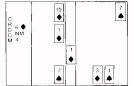


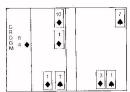
Suite humped to bar

3. Diamond moving off bar.



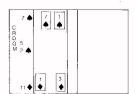
PLAYING AREA



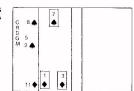


Note: Diamond could have switched die. Then figure two would have been eliminated.

4. Spade bearing off.



PLAYING AREA



Note: Spade could have beared-off if dic one was also a six.

BINGO - Bingo - Multi-player Game

The Bingo game is a random number generator which displays the standard Bingo numbers B-1 through O-75. Each player will require, as additional equipment, a Bingo card and markers.

After selecting to play Bingo, the system will begin to randomly generate the standard Bingo numbers. As the numbers are generated they are scrolled up on the left side of the screen. This allows the last is in numbers generated to the scen at all time the last of the screen. This allows the last sis in numbers generated to the scen at all time the last of the screen services. After all players have marked their cards, the player operating the remote control-select loow will hit the YES button to generate the next number. After the fourth number, and then on until the next number is desplayed. It is controlled to the screen of the screen. In control as light the operating player this the NO button and the next number is displayed. It someone has Bingo the YES button to depressed and the system will redisplay all prior unimbers called to varify the winner.

When all seventy-five numbers have been displayed the message CHECK YOUR CARDS, will prompt the players that a win must have occurred.

After a win, the circulating game select made will reappear.

Unisonic* CHAMPION 2711 DELUXE VIDEO GAMES

#PAC-04 FAMILY CARDS

#PAC-04-FAMILY

This cartridge contains five card games. Upon system start-up, an abbreviated circulatory display will cycle through the game names. A game is chosen by depressing the YES button on the remote control-select boxes when the desired game name appears.

WAR 1-One player game WAR 2-Two player game

ACDC—Acey/duecey—two player game
STOMP—Steal the Old Man's Pack—one player game

DIG—One player game

WAR 1-One player game WAR 2-Two player game

WAR 1	
2	
PICK 10	4

GAME ORIECT

The objective of both WAR games is to accumulate points by taking card tricks. In WAR 1, the computer acts as player two.

THE PLAY

The play is identical in both versions. Each player (or computer) is dealt five cards face down. The player using the upper displayed hand is prompted to move when the message PICK is positioned beside his cards. A down arrow will then be momentarily displayed above each of his five cards. Depressing his NO button will lincrease the rate of circulating display. When the arrow is positioned above the desired card, the player depresses his YES button and the cards is turned over. In WAR 2 the PICK message now moves down beside player two 5 cards and his chooses as explained above. In WAR 1 the computer turns over one of the cards. After both cards are to see that the player depresses his YES button and the cards are to see that the player who has the most points with the player who has the most points wins the game. If at the end of the deck, the score is tied or a war is in progress the deck is reshuffed and player who has the most points wins the game. If at the end of the deck, the score is tied or a war is in progress.

ACDC-Acey/Duecey-Two player game

PLAYING AREA



GAME OBJECT

At the start of play, each player is given 50 points. The object of ACDC is to reach 165 points, by winning card hands before the other player does.

THE PLAY

At the start of a hand each player is dealt two cards. After both players place bets (explained laten, a third card is dealt to each player. If his third card lies in rank between the first two cards, the hand is won and the bet paid off. If the card is in rank between the first two cards, the hand is won and the bet paid off. If the card is in rank to dealt is the hand and bet are lost. The rank of cards in ascending order is 2, 3.4. J. Q. K. A. Play continues until one of the players exact 165 points in the event both players reach or surpass 165 points or the same hand, the player with the high orbit total was.

BETTING

Betting is compulsory. A player must bet on each hand even if his first two cards insure a lost hand. A player may bet any amount not exceeding his point total.

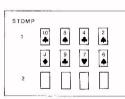
On each player's betting turn, his possible bets will be displayed beneath his point total. The bet amount will initialize to his point total, then slowly decrease in amount one point at a lime. When the desired bet is displayed the player depresses his YES button. To increase the rate of display a player depresses his NO button. If a player's point total is zero before betting, be has busted and the game ends.

PAYOFF

Payoffs for winning hands are as follows:

- 1. For cards spaced two apart the player is awarded five times his bet.
- 2. For cards spaced three apart the player is awarded four times his bet.
- 3. For cards spaced four apart the player is awarded three times his bet.
- 4. For cards spaced five or more apart the player is awarded two times his bet.

STOMP-Steal the Old Man's Pack-One player game



GAME OBJECT

The player and computer are dealt four cards each one at a time, the computer's card placed faced down. Four cards are then placed face-up between the two hands. From then on after the hands are played out, cards are only dealt to the player and computer. The game ends when the deck is exhausted. The object of play is to build a pack of as many cards as possible, by taking in cards using the cards dealt.

THE PLAY

The player goes first. The player (or computer) may either take in a card from the center with a card at equal rank in his hand or trail by sharing a card in the center. Cards taken in are placed in a pack to the player's for computer's right, with the taking card on top. The player for computery may also steal the opponents pack by taking it with a card the same rank as the pack's lop card. These various inverse are done as follows:

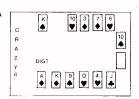
- 1 Taking in—A card must be taken in from the center if possible. If any plays are available, the player's taking card will flash in his hand. If the taking card will steal the opponent's pack, a pulsating tone will alert him to this fact. If the player wishes to play this card he presses in its YES button. Openession his NO button will cause the next available move (if any) to flash.
- Trailing—If the player has no taking move, he must play a card to the center. The message TRL will prompt him to do so. A down arrow will then alternately appear above each of his hand cards. When the arrow is positioned above the desired card he presses his YES button.

END OF GAME

Play alternates as described above until six hands have been played out. The amount of cards in each pack is displayed and the winner declared.

DIG-One player game

PLAYING AREA



GAME OBJECT

At start of play the player and computer are dealt five cards each, all face-up. The deck is placed to the right of the display area, the next card turned over and placed below the deck. The object of play is to get rid of as many cards as possible from the hand by playing to the up card before the deck runs out winds interesting all hand cards before the deck runs out winds immediately.

THE PLAY

The computer goes first. Thereafter play alternates. On each turn the player (or computer) may do one of two things:

- He may draw a card from the deck to his hand.
- He may play a card to the up-card according to the following rules:
- a) if the card and the up-card match in suit
- b) if the card and up-card match in rank
- c) if the card is an eight. If this occurs the player has the option to change the eight to any suit.

On the player's turn any card which is a valid move will flash. If the player wishes to use the flashing the depresses his YES button. Depressing his NO button will cause the next valid move (if any) to flash. If an eight is chosen, the four possible suit symbols will sequentially flash adjacent to the card desk. When the suit the player wishes to change to is displayed, player dispresses his YES to make the player of the card to his hand. Depressing the NO button will restart the move sequence.

END OF GAME

The game ends by four conditions:

- 1. The computer exhausts his hand and wins.
- 2. The player exhausts his hand and wins.
- 3. The player and computer both hold 13 cards in their hands and cannot play to the up card.
- 4. The deck is exhausted. In this case the hand holding the lesser number of cards wins. In event of a tie, the computer wins.

Unisonic* CHAMPION 2711 DELUXE VIDEO GAMES

#PAC-05 ARITHMETIC PRIMER

#PAC-05-ARITHMETIC PRIMER

This cartridge is designed as a flash card sequencer to teach the basic arithmetic operations, adding, subtracting, dividing, and multiplying. All equation generation is done on a real time basis, thus insuring unlimited equation values and answers.

PLAYING AREA

41 X 16 =

SCORE
SO FAR

4 648

OUT 6 OF 660
645

656 RIGHT

OPERATION

Difficulty Factor

The limit to the numbers to be used in any arithmetic operation is done by selecting either the "EASY" or "HARD" mode. Prior to any equation generation these modes are displayed. To choose a mode, the used represses his "ESE" button on his control select box when the question mark is displayed to the mode desired. "EASY" examples contain single digit operands, while "HARD" examples contain up to three digit operands.

Arithmetic Selection

After selecting the difficulty factor, the next step is choosing an operation. A menu will be displayed, showing five operations: ADD, WILLI, DIV, and MIXED. MIXED operations include all of the previous four. When the circulating question mark is positioned adjacent to the desired operation, the user depresses his "VES" button.

Format

Equation will be displayed in the form of

NUMBER (OPERATION) NUMBER =

The correct answer and three incorrect answers will be displayed below the equation. A circulating? will position itself next to each choice. When the desired answer is finished the user pushed the "YES" button.

Evaluation

If the answer is correct, the legend "RIGHT" is finished.

If the answer is incorrect, the legend "WRONG" is flashed and the correct answer flashed. After each guess an accumulating score is displayed, allowing the user to judge his performance so far. To end usage the game reset button is depressed.

At the end of Play

In the case of watching regular TV Programs, set the TV-Game switch on Switch Box to the TV position.

Be sure to set the power switch to the "OFF" position on the CHAMPION 2711. You can then watch TV normally. When you finish playing, also be sure to plug-out AC Adaptor from power supply.

9. TROUBLE SHOOTING

SYMPTOM	CAUSE AND REMEDY
No playfield image on screen or whitish-gray screen.	*Switch Box set at "TV". Change to "GAME". 'Game Cord not properly plugged into Switch Box. 'Twin-Lead Wire not properly attached to the rear of TV SET. 'AC Adaptor unit not plugged into the wall and/or power On/Off Switch not Pulsed LOCK.
No regular TV programs	*Switch Box set at "GAME". Change to "TV" *Antenna wire not properly attached to 3000 ohm screws (or 75 ohm Cable) on Switch Box. *Twin-Lead Wire not properly attached to the rear of TV SET.
Playfield fuzzy-like weak TV station signal/play-field unsharp-unsteady.	*Poor connections at Antenna Terminals of TV set of Switch Box. *TV set not fine-turned for best picture. *Use fine-tuning knob on TV set and adjust.
Top and bottom borders of playfield are not at the equal distances from top and bottom edge of TV picture tube.	*Adjust vertical height control on TV set.
Left and Right Borders of Playfield are not at the equal distances from left and right edge of TV picture tube.	*Adjust horizontal control on TV set.
Color does not appear, or not clear on screen.	*Use manual color-tuning knob on TV set and adjust. (or use auto-fine tuning)